SUNSOFT

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AERO THE ACRO-BAT 2

instruction manual

SUNSOFT

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

For maximum enjoyment, please read this instruction manual thoroughly before playing.

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Nintendo®

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thank you

...for purchasing the **Sunsoft Aero the Acro-Bat™ 2** Game Pak. Please read this instruction manual carefully before starting to play the game. In doing so, you will understand the game better and enjoy it even more. Be sure to keep the manual in a safe place.

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aero's story

The bat with attitude is back in his ongoing mission to stop the evil Industrialist Edgar Ektor. As you may recall, Aero believed he stopped Edgar once and for all when he knocked him off the museum bridge. Unbeknownst to Aero, Edgar managed to escape with help from Zero the Kamikaze Squirrel. Meanwhile, Aero found a Magician's box, that transported him to an unknown world. There, Aero met a beautiful bat from Eastern Europe named Batasha. She begged him for his help. Gladly, Aero accepted and unknowingly entered a new adventure.

As the plot unravels, Aero meets new friends and villains alike. In a journey through strange and fantastic worlds, Aero learns of "Plan B" — a plot of immense proportions. What is "Plan B" and who is behind it? To find out, become Aero the Acro-Bat and be the Star of the Show!

the objective

Aero must explore seven worlds each with a different objective but one ultimate goal — stop Edgar Ektor from initiating "Plan B".

Each game begins with 3 lives and will have 2 continues. While fighting enemies, Aero should pick up icons to refill his star inventory, refill his energy and gain points. The maximum amount of energy points Aero can hold is 5. Barber poles act as checkpoints. If Aero loses a life, game play will start up again at the last checkpoint Aero activated.

Chance rooms are hidden within the levels and can only be accessed through a specific doorway. If Aero enters the doorway, he will be taken to a room where he must perform a task to collect one free man. There are also bonus levels that Aero can enter if he finds the special pick-up in each world. When Aero enters a bonus level he will be given the chance to win some extra men and use some new equipment.

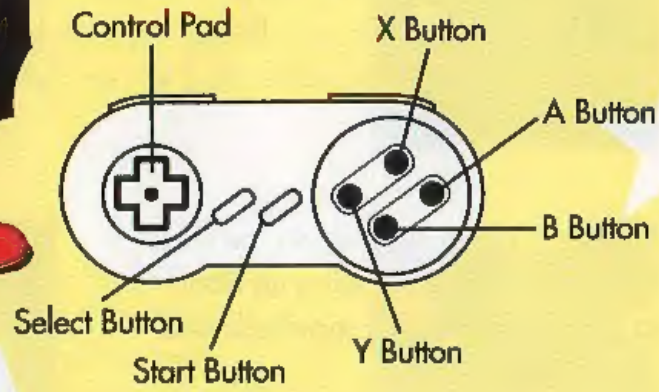
If you complete each world, you will be given a password for that world. The next time you play, you can enter the password in the Options screen and begin play in the first level of that world.

getting started

Insert the **Sunsoft Aero the Acro-Bat™ 2** game cartridge, then turn the system ON. At the title screen press the Start button or go into the Options screen.

In the Options screen you can change the controller configuration and test music and sound effects.

controls



Control Pad Left/Right — Run/Push left or right when on the ground; Maneuver left or right when in the air
Control Pad Down — Duck/Shield or climb down
Control Pad Up — Climb up
Y Button — Throw Stars
X Button — Slide; Hold X & Direction to Look
B Button — Jump; Spin/Drill when in air
A Button — Slide down ladder quickly
B Button then A Button — Drop Drill
Top Right — Drop Drill; Slide; Slide down ladder quickly
Top Left — Not used
Start — Begin/pause game

techniques & moves

Throw stars — Aero must collect stars before he can throw them.

Duck — When Aero ducks, he folds his arm, bringing his wing up front to shield himself from snowballs and exploding objects.

Spin/Drill — Aero's drill technique is used to eliminate enemies. Once Aero is in the air, he may drill in most directions. To drill, Aero must first jump in the air by pressing the B Button. When he is in the air, press the direction you want to drill then press the B Button again.

Drop Drill — This new move is similar to the spin and drill move except that Aero drills vertically downwards. To perform the drop drill move, press the B Button then the A Button or press the Top Right Button. The drop drill can be used to hit enemies below if Aero has already jumped and drilled. It can also be used for locating secret floor blocks that can be broken through.

Slide — To get under tight spaces, Aero can use his slide technique. To slide, run to gain momentum then press the X Button or the Top Right Button.

Look — To help keep enemies from sneaking up on Aero, there is a Look function. To see what is just out of view, hold the X Button and move the Control Pad.

game play screen

1 stars
2 player score
3 special icon
4 # of lives
5 energy

pick-ups

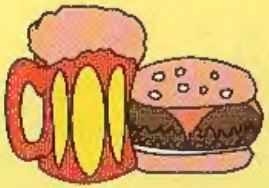
refill star inventory with these

drill into these to release energy pick-ups

"A""E""R""O" qualify for ektor's deal

gain energy

gain points



qualify for bonus round

allow double drill while timer lasts

free aero

allows aero to fly

allow quadruple drill while timer lasts

allows aero to become powerful "fire aero" while timer lasts

the worlds

the bell castle

the boardin' zone

fort red star

disco fever

dr. dif industries

performers' dungeon

ektor's engine

Aero Notes

Aero Notes

aero Notes

Limited Warranty

90-Day Limited Warranty

SUNSOFT warrants to the original purchaser only that the Game Pak provided with this manual and the software program code on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the Game Pak to SUNSOFT or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the Game Pak) is the full extent of our liability.

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